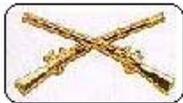




**BATTLE DRILLS FOR THE  
INFANTRY RIFLE PLATOON AND SQUAD**



HEADQUARTERS  
DEPARTMENT OF THE ARMY



**JUNE 2002**

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# BATTLE DRILLS FOR THE INFANTRY RIFLE PLATOON AND SQUAD

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\*This publication supersedes ARTEP 7-8-Drill, 3 November 1993.

## PREFACE

The goal of training is to produce a combat-ready unit that responds rapidly to known or suspected enemy activity and defeats the enemy. Battle drill training is a key factor in achieving that goal.

This manual provides a set of core battle drills for the infantry rifle platoon and squad, active and reserve component. It describes a training method for small units. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions.

The actions and standards for the drills in this manual reflect general tactical principles that allow changes based on conditions during execution. Leaders should tailor training to realistic, challenging, and attainable goals, increasing the difficulty of conditions as the unit becomes more proficient.

The reduced time-distance aspects of battle drills make them excellent opportunities for training during the short periods that develop throughout the day.

The proponent for this publication is the US Army Infantry School. Submit recommendations for improving this publication on DA Form 2028 (Recommended changes to Publications and Blank Forms) or in any clearly written format and forward them to Commandant, US Army Infantry School, ATTN: ATSH-ATD, Fort Benning, GA 31905-5007. Electronic contact can be made at [doctrine@benning.army.mil](mailto:doctrine@benning.army.mil)

**Unless otherwise stated, masculine nouns and pronouns do not refer exclusively to men.**

## CHAPTER 1

### Battle Drill Training

1-1. General. The goal of training is to produce combat ready units that respond to known or suspected enemy activity and defeat the enemy. Drill training is a key factor in achieving that goal. It describes a training method for small units. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions. Leaders should tailor training to realistic, challenging, and attainable goals while increasing the difficulty of conditions as the unit becomes more proficient.

a. A battle drill is a collective action executed by a platoon or smaller element without the application of a deliberate decision-making process. The action is vital to success in combat or critical to preserve life. The drill is initiated on a cue, such as an enemy action or simply a leader's order, and is a trained response to the given stimulus. It requires minimum leader orders to accomplish and is standard throughout the Army.

b. A crew drill is a collective action that a crew of a weapons system or a piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life. This action is a trained response to a given stimulus such as a leader's simple order or the status of the weapon or equipment. It requires minimum leader orders to accomplish and is standard throughout the Army.

c. Drills have the following advantages:

(1) They are based on unit missions and the specific tasks, standards, and performance measures required to support mission proficiency.

(2) They build from simple to complex and focus on the basics.

(3) They link how-to-train and how-to-fight at small unit level.

(4) They provide an agenda for continuous coaching and critiquing.

(5) They develop leaders and build teamwork and cohesion under stress.

(6) They enhance the chance for individual and unit survival on the battlefield.

1-2. Training Guidance. Train battle and crew drills using a talk-through, walk-through, and run-through method. You, of course, must be a master of the drill to be trained. You may wish to periodically talk your soldiers through the drill--explaining each soldier's role and then have them go through it slowly, on open ground, correcting any mistakes as they go. Use the following when developing training:

a. **Train as You Fight**. The goal of combat-level training is to achieve combat-level standards. Every effort must be made to attain this difficult goal. Within the confines of safety and common sense, leaders must be willing to accept less than perfect results initially and demand realism in training. They must integrate such realistic conditions as smoke, noise, simulated NBC, battlefield debris, loss of key leaders, and cold weather.

b. **Train Using Appropriate Doctrine**. Training must conform to Army doctrine. FM 3-0 (100-5), Operations, and supporting doctrinal manuals describe common procedures and uniform operational methods that permit leaders and organizations to adjust rapidly to changing situations.

c. **Use Performance-Oriented Training**. Soldiers learn best by using a hands-on approach. Leaders are responsible to plan training that will provide these opportunities. All training assets and resources, to include simulators, simulations, and training devices, must be included in the strategy.

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d. **Train to Challenge.** Tough, realistic, and intellectually and physically challenging training both excites and motivates soldiers and leaders. It builds competence and confidence by developing and honing skills.

e. **Train to Sustain Proficiency.** Once individuals have been trained to a required level of proficiency, leaders must structure training plans to repeat critical drill tasks at the minimum frequency necessary for sustainment.

1-3. **Force Protection (Safety).** Risk assessment is the thought process of making operations safe without compromising the mission. Unit leaders must continuously perform a risk assessment of conditions under which training is conducted to prevent the unnecessary loss of soldiers and equipment. The degree of risk varies with the conditions at the time of training. For example, have the soldiers done the training before? Will the training be done for the first time at night? Are the soldiers fatigued? In reality, risk management is smart decision-making.

a. A well-trained unit is normally accident free; however, accidents can occur through no fault of the soldier or equipment operator. Most accidents result from inadequately trained, unsupervised, or complacent personnel.

b. Training must be tough, realistic, and safe. Unit leaders must consider the following points as they integrate risk assessment into their training:

- Accept no unnecessary risks.
- Make risk decisions at the proper level.
- Accept risks if mission benefits outweigh the costs.

c. It is important to remember that the commander is the safety officer, but all soldiers and leaders are responsible for safe training. All leaders must--

- Identify the risks using the factors of mission, enemy, terrain, troops, time, and civil considerations (METT-TC).
- Assess possible loss, cost, and probability.
- Make decisions and develop controls to reduce risks.
- Implement controls by integrating them into plans, orders, standing operating procedures (SOPs), training performance standards, and rehearsals.
- Supervise and enforce safety controls and standards at all times. (Leaders should make on-the-spot corrections when an unsafe act is observed.)

d. Leaders use the safety checklist of the United States Army Safety Center, Fort Rucker, Alabama, in conjunction with local unit safety checklists, to enhance the overall safety practices of soldiers during training.

1-4. **Environmental Protection.** Compliance with environmental regulations is now a necessary cost of doing business. The Army expects soldiers to obey local, state, federal, and host-nation (HN) environmental requirements. By following the unit environmental SOP, the environmental guidance that leaders publish in operation orders (OPORDs), and installation environmental regulations, soldiers can help the Army meet its compliance goal. (See TC 3-34.489 [5-400].)

a. **Prevention.** This is the Army's attempt to reduce or eliminate pollution. Preventing pollution is always more effective and less costly than cleaning up polluted sites. Soldiers can support prevention efforts by reducing, reusing, or recycling waste products.

b. **Conservation.** Conservation is the Army's intent to preserve the natural and cultural resources under its care. Soldiers can support conservation by avoiding needless damage to the environment. During training exercises, practice trash and litter discipline. Afterwards, thoroughly police training areas and bivouac sites. Participating in activities such as unit recycling and energy-conservation programs conserves resources for the future.

c. **Supervise.** Ensure soldiers observe environmental protection standards.

1-5. Evaluation Information. The purpose of evaluating a drill is to determine if the unit can perform all the performance measures within the allowed standards. During evaluations, concentrate on the unit's performance, not that of specific individuals. The best location for an O/C is one from which he can observe the actions of the entire unit. Use the drill book as a checklist. We recommend you do not use local checklists, as they can become negative training tools.

## CHAPTER 2

### Battle Drills

2-1. General. A battle drill is a collective action executed by a platoon or smaller element without the application of a deliberated decision making process. The action is vital to success in combat or critical to preserving life.

2-2. Battle Drill 07-3-D9104.

**TASK:** Break Contact (Dismounted) (07-3-D9104)

**CONDITIONS:** The platoon/squad is moving or stationary. The enemy fires on the platoon/squad. The platoon/squad leader orders the platoon/squad to break contact. The platoon may be operating within supporting range of the BFVs.

**STANDARDS:** The unit moves to where the enemy cannot observe or place direct fire on it.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0511	React to Flares
	071-326-0513	Select Temporary Fighting Positions
	181-906-1505	Conduct Combat Operations According to the Law of War
STP 7-11BC1-SM-TG	181-906-1505-A	Conduct Combat Operations According to the Law of War
	071-054-0004	Engage Targets with an M136 Launcher
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0019	Control Organic Fires
STP 7-11BCHM1-SM	071-420-0005	Conduct the Maneuver of a Platoon
	071-054-0004	Engage Targets with an M136 Launcher
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team

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References	Task Number	Task Title
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon/squad leader directs fire support for the disengagement.
  - a. Directs the BFVs, if available, to support the disengagement of the dismounted element.
  - b. Directs one squad/fire team in contact to support of the remainder of the unit, if BFVs cannot support the disengagement.
2. The platoon/squad leader orders a distance and direction or a terrain feature or last objective rally point for the movement of the first squad/fire team.
3. The base-of-fire squad/team continues to suppress the enemy.
4. The moving squad/team moves to assume the overwatch position. The squad/team should use M203 grenade launchers, throw fragmentation and concussion grenades, and use smoke grenades to mask movement.
5. The moving squad/team takes up the designated position and engages the enemy positions.
6. The platoon leader directs the base-of-fire squad/team to move to its next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire squad/team may need to use fire and movement techniques.)
7. The platoon/squad continues to bound away from the enemy until--
  - a. It breaks contact (the platoon/squad must continue to suppress the enemy as it breaks contact).
  - b. It passes through a higher level support-by-fire position.
  - c. Its squads/fire teams are in the assigned position to conduct the next mission.
8. The platoon leader directs BFVs to move to a rally point and link up with the dismounted element.
9. The leader should consider changing his unit's direction of movement once contact is broken. This will reduce the ability of the enemy to place effective indirect fire on the unit.
10. If the platoon or squad becomes disrupted, soldiers stay together and move to the last designated rally point.
11. The platoon/squad leaders account for soldiers, report, reorganize as necessary, and continue the mission.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1009	Conduct a Bypass (Antiarmor Company/Platoon)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1105	Conduct Stay-Behind Operations (LRS Team)
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1401	Evade and Recover
	07-5-1605	Consolidate and Reorganize (LRS)

2-3. Battle Drill 07-3-D9105.

**TASK:** React to Ambush (Platoon/Squad) (07-3-D9105)

**CONDITIONS:** The platoon/squad is moving. The platoon/squad is in a prepared kill zone. The enemy initiates the ambush with a casualty-producing device and a high volume of fire.

**STANDARDS:** Soldiers in the kill zone in a near ambush immediately return fire, take up covered positions, and throw concussion or fragmentation and smoke grenades. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement. Soldiers not in

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the kill zone locate and place suppressive fire on the enemy, take up covered positions, and shift fire as the assault begins. Soldiers in the kill zone in a far ambush immediately return fire and take up covered positions. The leader identifies the enemy's location and soldiers place accurate suppressive fire on the enemy's position. Soldiers not in the kill zone begin fire and movement to destroy the enemy. The unit moves out of the kill zone, forces the enemy to withdraw, or destroys the ambush.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title	
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle	
	071-311-2027	Load an M16A1 or M16A2 Rifle	
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle	
	071-311-2127	Load an M203 Grenade Launcher	
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher	
	071-311-2130	Engage Targets with an M203 Grenade Launcher	
	071-312-3029	Correct Malfunctions of an M60 Machine Gun	
	071-312-3031	Engage Targets with an M60 Machine Gun	
	071-325-4407	Employ Hand Grenades	
	071-326-0502	Move Under Direct Fire	
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)	
	071-326-0511	React to Flares	
	071-326-0513	Select Temporary Fighting Positions	
STP 7-11BC1-SM-TG	071-054-0004	Engage Targets with an M136 Launcher	
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team	
	071-054-0004	Engage Targets with an M136 Launcher	
	071-326-0501	Move as a Member of a Fire Team	
	071-326-5605	Control Movement of a Fire Team	
	071-326-5606	Select an Overwatch Position	
	071-326-5611	Conduct the Maneuver of a Squad	
	071-326-5630	Conduct Movement Techniques by a Platoon	
	071-410-0019	Control Organic Fires	
	STP 7-11BCHM1-SM	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team	
STP 7-11BCHM24-SM-TG	071-326-5605	Control Movement of a Fire Team	
	071-326-5606	Select an Overwatch Position	
	071-326-5611	Conduct the Maneuver of a Squad	
	071-326-5630	Conduct Movement Techniques by a Platoon	
	071-410-0019	Control Organic Fires	

**ILLUSTRATIONS:** N/A

### TASK STEPS AND PERFORMANCE MEASURES:

1. Near Ambush (Within Hand-Grenade Range).
  - a. Depending on the terrain, soldiers in the kill zone carry out one of the following two actions:
    - (1) Return fire immediately. If cover is not available, immediately, without order or signal, assume the prone position and throw concussion or fragmentation and smoke grenades.
    - (2) Return fire immediately. If cover is available, without order or signal, seek the nearest covered position, assume the prone position, and throw fragmentation or concussion and smoke grenades.

**TASK STEPS AND PERFORMANCE MEASURES:**

- b. Immediately after the explosion of the concussion or fragmentation grenades, soldiers in the kill zone return fire and assault through the ambush position using fire and movement.
  - c. Soldiers not in the kill zone identify the enemy location, and then place accurate suppressive fire against the enemy's position. Fire is shifted as the personnel in the kill zone begin to assault.
  - d. Soldiers in the kill zone continue the assault to eliminate the ambush or until contact is broken.
  - e. The platoon conducts consolidation and reorganization.
2. Far Ambush (Out of Hand-Grenade Range).
- a. Soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy-
    - (1) By destroying or suppressing enemy crew-served weapons.
    - (2) By sustaining suppressive fires.
  - b. Soldiers (squads/teams) not receiving fire move by a covered and concealed route to a vulnerable flank of the enemy position and assault using fire and movement.
  - c. Soldiers in the kill zone continue suppressive fires and shift fires as the assaulting squad/team fights through the enemy position.
  - d. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he lifts or shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.
  - e. The platoon/squad leader reports, reorganizes as necessary, and continues the mission.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-10-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1004	Assess Damage
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1103	Conduct Ground Infiltration/Exfiltration
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1110	Establish Hide Site
	07-5-1111	Establish Surveillance Site
	07-5-1112	Conduct Linkup (LRS Team)
	07-5-1115	Establish a Patrol Base
	07-5-1401	Evade and Recover
	07-5-1502	Establish/Recover a Cache

2-4. Battle Drill 07-3-D9106.

**TASK:** Knock Out Bunkers (Platoon) (07-3-D9106)

**CONDITIONS:** The platoon receives fire from the enemy in bunkers, while moving as a part of a larger force.

**STANDARDS:** The platoon destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun

**ARTEP 7-8-DRILL**

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate a Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field or Pressure Dressing
	081-831-1017	Put on a Tourniquet
	081-831-1025	Perform First Aid For An Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
	081-831-1034	Perform First Aid for a Suspected Fracture
	081-831-1034-A	Perform First Aid for a Suspected Fracture
	081-831-1040	Transport a Casualty using a One-Man Carry
	081-831-1041	Transport a Casualty using a Two-Man Carry or an Improvised Litter
	081-831-1042	Perform Mouth-To-Mouth Resuscitation
	081-831-1042-A	Perform Mouth-to-Mouth Resuscitation
STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
	071-326-0515	Select a Movement Route Using a Map
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
	071-331-0820	Analyze Terrain
STP 7-11BC1-SM-TG	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title	
STP 7-11BC24-SM-TG	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4	
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon	
	071-326-0501	Move as a Member of a Fire Team	
	061-283-1004	Locate a Target by Shift From a Known Point	
	071-010-0006	Engage Targets with an M249 Machine Gun	
	071-052-0005	Operate a Night Vision Sight AN/TAS-5	
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon	
	071-054-0001	Prepare an M136 Launcher for Firing	
	071-054-0003	Perform Misfire Procedures on an M136 Launcher	
	071-054-0004	Engage Targets with an M136 Launcher	
	071-315-0003	Operate a Night Vision Sight AN/PVS-4	
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4	
	071-315-0030	Operate Night Vision Goggles AN/PVS-5	
	071-315-0091	Operate a Thermal Viewer AN/PAS-7	
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4	
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4	
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon	
	071-326-0501	Move as a Member of a Fire Team	
	STP 7-11BCHM1-SM	071-326-5605	Control Movement of a Fire Team
		071-326-5606	Select an Overwatch Position
071-326-5611		Conduct the Maneuver of a Squad	
071-326-5630		Conduct Movement Techniques by a Platoon	
071-329-1030		Navigate from One Point on the Ground to Another Point While Mounted	
071-410-0010		Conduct a Leader's Reconnaissance	
071-410-0019		Control Organic Fires	
071-420-0005		Conduct the Maneuver of a Platoon	
071-710-0004		Control Use of Night Vision Devices	
071-010-0006		Engage Targets with an M249 Machine Gun	
071-052-0005		Operate a Night Vision Sight AN/TAS-5	
071-052-0006		Engage Targets with an M47 Medium Antitank Weapon	
071-054-0001		Prepare an M136 Launcher for Firing	
071-054-0003		Perform Misfire Procedures on an M136 Launcher	
071-054-0004		Engage Targets with an M136 Launcher	
071-315-0003		Operate a Night Vision Sight AN/PVS-4	
071-315-0008		Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4	
071-315-0030		Operate Night Vision Goggles AN/PVS-5	
071-315-0091		Operate a Thermal Viewer AN/PAS-7	
071-315-2308		Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4	
071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4		

## ARTEP 7-8-DRILL

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

### **TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon initiates contact.
2. The squad in contact establishes a base of fire.
3. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
4. The platoon sergeant moves forward with the second machine gun team and assumes control of the base-of-fire squad.
5. The base-of-fire squad--
  - a. Destroys or suppresses enemy crew-served weapons.
  - b. Continues suppressive fires at the lowest possible level.
6. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
7. The platoon leader determines that he can maneuver by identifying--
  - a. The enemy bunkers, other supporting positions, and any obstacles.
  - b. The size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. A vulnerable flank to at least one bunker.
  - d. A covered and concealed flanking route to the flank of the bunker.
8. The platoon leader determines which bunker is to be assaulted first and directs one squad (not in contact) to knock it out.
9. If necessary, the platoon sergeant repositions a squad, fire team, or a machine gun team to isolate the bunker as well as to continue suppressive fires.
10. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker.
  - a. On the platoon leader's signal, the support squad lifts or shifts fires to the opposite side of the bunker from which the squad is assaulting.
  - b. At the same time, the platoon FO shifts indirect fires to isolate enemy positions.
11. The assaulting squad leader reports to the platoon leader and reorganizes his squad.

**TASK STEPS AND PERFORMANCE MEASURES:**

12. The platoon leader--
  - a. Directs the supporting squad to move up and knock out the next bunker.

OR

  - b. Directs the assaulting squad to continue and knock out the next bunker.
  - c. Rotates squads as necessary.
13. The platoon leader reports, reorganizes as necessary, and continues the mission. The company follows up the success of the platoon attack and continues to assault enemy positions.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-12-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

## ARTEP 7-8-DRILL

### 2-5. Battle Drill 07-3-D9108.

**TASK:** Enter and Clear a Building (Platoon) (07-3-D9108)

**CONDITIONS:** While operating as part of a larger force, the platoon is moving when it receives fire from the enemy in a building. The platoon has only organic weapons support available.

**STANDARDS:** The platoon kills, captures, or forces the withdrawal of all enemy in the building. The platoon prevents noncombatant casualties and collateral damage (ROE dependent). The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue the mission.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title	
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle	
	071-311-2027	Load an M16A1 or M16A2 Rifle	
	071-311-2028	Unload an M16A1 or M16A2 Rifle	
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle	
	071-311-2127	Load an M203 Grenade Launcher	
	071-311-2128	Unload an M203 Grenade Launcher	
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher	
	071-311-2130	Engage Targets with an M203 Grenade Launcher	
	071-312-3027	Load an M60 Machine Gun	
	071-312-3028	Unload an M60 Machine Gun	
	071-312-3029	Correct Malfunctions of an M60 Machine Gun	
	071-312-3031	Engage Targets with an M60 Machine Gun	
	071-325-4407	Employ Hand Grenades	
	071-326-0502	Move Under Direct Fire	
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)	
	071-326-0510	React to Indirect Fire While Dismounted	
	071-326-0513	Select Temporary Fighting Positions	
	STP 21-24-SMCT	061-283-1002	LOCATE A TARGET BY GRID COORDINATES
		071-331-0820	Analyze Terrain
STP 7-11BC1-SM-TG	071-010-0006	Engage Targets with an M249 Machine Gun	
	071-052-0005	Operate a Night Vision Sight AN/TAS-5	
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon	
	071-054-0001	Prepare an M136 Launcher for Firing	
	071-054-0003	Perform Misfire Procedures on an M136 Launcher	
	071-054-0004	Engage Targets with an M136 Launcher	
	071-315-0003	Operate a Night Vision Sight AN/PVS-4	
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4	
	071-315-0030	Operate Night Vision Goggles AN/PVS-5	
	071-315-0091	Operate a Thermal Viewer AN/PAS-7	
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4	
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4	

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
071-326-5611	Conduct the Maneuver of a Squad	
071-326-5630	Conduct Movement Techniques by a Platoon	
071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted	
071-410-0010	Conduct a Leader's Reconnaissance	
071-410-0019	Control Organic Fires	
071-420-0005	Conduct the Maneuver of a Platoon	
071-710-0004	Control Use of Night Vision Devices	
STP 7-11BCHM1-SM	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team

## ARTEP 7-8-DRILL

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

ILLUSTRATIONS: N/A

### TASK STEPS AND PERFORMANCE MEASURES:

1. The section/squad in contact reacts to contact.
2. The platoon employs suppressive fires.
3. The section/squad in contact
  - a. Establishes a base-of-fire position.
  - b. Establishes local security.
  - c. Adds its suppressive fires against the enemy.
4. The platoon leader, his RATELO, platoon FO, and the squad leader of the next squad move forward to link up with the squad leader of the squad in contact.
5. The platoon sergeant repositions the remaining squad, if necessary, to provide additional observation and supporting fires.
6. The platoon leader determines that he can maneuver by--
  - a. Identifying the building and other obstacles.
  - b. Identifying the size of enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. Identifying an entry point. (Assaulting squads should enter any building at the highest level possible.)
  - d. Identifying a covered and concealed route to the entry point.
7. The platoon leader designates a base-of-fire squad and an assault squad.
8. The base-of-fire squad--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
  - b. Obscures the enemy's position with smoke if available.
  - c. Continues suppressive fires at the lowest possible level.
9. The platoon leader designates the entry point of the building.
10. The platoon leader directs the assault squad to enter the building and secure a foothold.
11. The base-of-fire team repositions, as necessary, to isolate the building as well as continue suppressive fires.
12. The squad leader of the assaulting squad designates the entry point.
13. Allowing cook-off time (two seconds maximum), and shouting FRAG OUT, the lead soldier of the assaulting fire team prepares and throws a grenade into the building.

**TASK STEPS AND PERFORMANCE MEASURES:**

- a. Uses caution if the floors and walls of the building appear to be thin. (Thin floors and walls may not provide protection from grenade fragments.)
14. After the explosion, the next soldier enters the building and positions himself against the wall to the right (left) of the entrance.
  - a. Engages all identified or likely enemy positions with rapid, short bursts of automatic fire, and scans the room. The rest of the team provides immediate security outside the building.
  - b. Decides where the next man should position himself and gives the command NEXT MAN IN, LEFT (RIGHT).
15. The next man shouts COMING IN, LEFT (RIGHT).
  - a. Enters the building.
  - b. Positions himself against the wall to the left/right of the entrance.
  - c. Scans the room.
  - d. Shouts NEXT MAN IN (RIGHT or LEFT).
16. If the enemy situation, the size of the entry, and the training of the squad allows, two soldiers enter the room simultaneously after the grenade detonates.
  - a. Enters, fires from left to right, and moves to right with his back to the wall. (soldier who enters from the right side of the entry way).
  - b. Enters, fires from right to left, and moves to the left with his back to the wall. (soldier who enters from the left side of the entry way).
  - c. Gives the command NEXT MAN IN (LEFT or RIGHT). (senior soldier when both are in position).
17. The assaulting fire team leader shouts COMING IN (LEFT or RIGHT).
  - a. Enters the building initially moving left or right against the wall.
  - b. Positions himself where he can control the actions of his team.
  - c. Does not block the entrance way.
  - d. Makes a quick assessment of the size and shape of the room.
  - e. Directs the team to clear the room.
  - f. Determines if the remaining man in his team is required to assist in clearing the room.
18. If the team leader decides to bring the last man in , he shouts NEXT MAN IN LEFT (RIGHT). The last man in the fire team shouts COMING IN LEFT (RIGHT), enters the building and begins to clear through the room.
19. If the team leader decides not to bring the last man in, he shouts NEXT MAN, STAND FAST. The last man remains outside the building and provides security.
  - a. Directs the soldier on the right of the entrance to begin clearing.
    - (1) Esures that team members stay alert for trip wires and booby traps.
    - (2) Ensures that team members do not expose themselves through open windows and doors.
  - b. Reports to the squad leader and then assumes the duties of the soldier on the right of the entrance to provide support.
20. Once the room is cleared, the team leader signals to the squad leader that the room is cleared.
21. The squad leader enters the building and marks the entry point IAW the platoon SOP.
22. The squad leader determines whether or not his squad can continue to clear rooms and still maintain suppressive fires outside the building. (Normally, it takes a platoon to clear a building.)
23. The squad leader and the assault fire team move to the entrance of the next room to be cleared and position themselves on either side of the entrance.
  - a. Enters and clears all subsequent rooms.
  - b. Ensures that cleared rooms are properly marked IAW the platoon SOP.

## ARTEP 7-8-DRILL

### TASK STEPS AND PERFORMANCE MEASURES:

24. The squad leader assesses the situation to determine if he can continue clearing the building.
  - a. Reports the situation to the platoon leader.
25. The squad consolidates its positions in the building and then reorganizes as necessary.
  - a. Redistribute ammunition.
26. The platoon leader moves into the building with the trail fire team of the squad that entered the building and takes one of the following actions:
  - a. Directs the squad to continue to clear the building.
  - b. Calls for the next squad to move into the building and begin clearing rooms systematically.
27. The platoon leader directs the actions of the squads clearing the building:
  - a. Determines which rooms to clear and in what order.
  - b. Redistributes ammunition as necessary.
  - c. Ensures that clearing teams properly mark cleared rooms.
  - d. Rotates squads as necessary to keep the soldiers fresh and to maintain the momentum of the action.
28. The base-of-fire element--
  - a. Repositions, if necessary, to continue to isolate and suppress the building from the outside.
  - b. Ensures that all friendly forces enter the building ONLY through the designated entry point.
29. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the building.
30. The platoon leader reports to the company commander that his platoon has cleared the building or that he is no longer able to continue clearing.

### SUPPORTED T&EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

### 2-6. Battle Drill 07-3-D9110.

**TASK:** Enter/Clear a Trench (Platoon) (07-3-D9110)

**CONDITIONS:** The platoon attacks as part of a larger force and identifies the enemy in a trench. The platoon deploys and establishes a base of fire. The platoon leader determines that he has enough combat power to maneuver and assault the trench.

**STANDARDS:** The platoon kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench. The platoon's main body is not surprised by an enemy counterattack. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title	
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle	
	071-311-2027	Load an M16A1 or M16A2 Rifle	
	071-311-2028	Unload an M16A1 or M16A2 Rifle	
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle	
	071-311-2127	Load an M203 Grenade Launcher	
	071-311-2128	Unload an M203 Grenade Launcher	
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher	
	071-311-2130	Engage Targets with an M203 Grenade Launcher	
	071-312-3027	Load an M60 Machine Gun	
	071-312-3028	Unload an M60 Machine Gun	
	071-312-3029	Correct Malfunctions of an M60 Machine Gun	
	071-312-3031	Engage Targets with an M60 Machine Gun	
	071-325-4407	Employ Hand Grenades	
	071-326-0502	Move Under Direct Fire	
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)	
	071-326-0510	React to Indirect Fire While Dismounted	
	071-326-0513	Select Temporary Fighting Positions	
	STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
		071-331-0820	Analyze Terrain
		081-831-0101	Request Medical Evacuation
STP 7-11BC1-SM-TG	081-831-0101-A	Request Medical Evacuation	
	071-010-0006	Engage Targets with an M249 Machine Gun	
	071-052-0005	Operate a Night Vision Sight AN/TAS-5	
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon	
	071-054-0001	Prepare an M136 Launcher for Firing	
	071-054-0003	Perform Misfire Procedures on an M136 Launcher	
	071-054-0004	Engage Targets with an M136 Launcher	
	071-315-0003	Operate a Night Vision Sight AN/PVS-4	
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4	
	071-315-0030	Operate Night Vision Goggles AN/PVS-5	
	071-315-0091	Operate a Thermal Viewer AN/PAS-7	
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4	
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4	
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon	
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team	
	061-283-1004	Locate a Target by Shift From a Known Point	
	071-010-0006	Engage Targets with an M249 Machine Gun	
	071-052-0005	Operate a Night Vision Sight AN/TAS-5	
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon	
	071-054-0001	Prepare an M136 Launcher for Firing	

**ARTEP 7-8-DRILL**

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
STP 7-11BCHM1-SM	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon

References	Task Number	Task Title
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader directs one squad to enter the trench and secure a foothold.
2. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
3. The platoon sergeant positions soldiers, machine guns and fighting vehicles (if applicable) to suppress the trench and isolate the entry point.
4. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
5. The assaulting squad executes actions to enter the trench and establish a foothold. The assaulting squad leader signals to the platoon leader that the foothold is secure, and the follow-on elements can move into the trench. The squad leader remains at the entry point and marks it. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of the platoon actions to clear a trench line.
6. The platoon leader moves into the trench with the assaulting squad.
7. The platoon leader directs one of the base-of-fire squads to move into the trench and begin clearing it in the direction of movement from the foothold.
8. The base-of-fire element repositions as necessary to continue suppressive fires.
9. The platoon leader moves into the trench with the assaulting squad.
10. The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.

**NOTE:** The fire support element must be able to identify the location of the lead fire team in the trench at all times.

- a. The squad leader designates a lead fire team and a trail fire team.
- b. The lead fire team and the squad leader move to the forward most secure corner or intersection. The squad leader tells the team securing that corner or intersection that his squad is ready to continue clearing the trench. The trail fire team follows, maintaining visual contact with the last soldier of the lead team.

**NOTE:** Throughout this battle drill, the team leader positions himself at the rear of the fire team to have direct control (physically, if necessary) of his soldiers. Other soldiers in the fire team rotate the lead to change magazines and prepare grenades. Rotating the lead provides constant suppressive fires down the trench and maintains the momentum of the attack as the squad clears the trench.

- c. The lead fire team passes the element securing the foothold:
  - (1) The lead soldier of the fire team moves abreast of the soldier securing the corner or intersection, taps him, and announces, "Taking the lead."
  - (2) The soldier securing the corner or intersection acknowledges that he is handing over the lead by shouting, "Okay!" He allows the fire team to pass him.
- d. The lead fire team starts clearing in the direction of movement. They arrive at a corner or intersection.

## ARTEP 7-8-DRILL

### TASK STEPS AND PERFORMANCE MEASURES:

- (1) Allowing for cook-off (2 seconds maximum) and shouting "Frag out," the second soldier prepares and throws a grenade around the corner.
  - (2) Upon detonation of the grenade, the lead soldier moves around the corner firing three-round bursts and advancing as he fires. The entire fire team follows him to the next corner or intersection.
  - e. The squad leader--
    - (1) Follows behind the lead team.
    - (2) Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.
    - (3) Rotates fire teams as necessary to keep his soldiers fresh and to maintain the momentum of the attack.
    - (4) Requests indirect fires, if required, through the platoon leader. (The squad leader also directs the employment of the M203 to provide immediate suppression against positions along the trench line.)
    - (5) Ensures fire teams maintain sufficient interval to prevent themselves from being engaged by the same enemy fires.
  - f. At each corner or intersection, the lead fire team performs the same actions previously described.
  - g. If the lead soldier finds that he is nearly out of ammunition before reaching a corner or intersection, he announces, "Ammo."
    - (1) The lead soldier stops and moves against one side of the trench, ready to let the rest of the team pass. He continues to aim his weapon down the trench in the direction of movement.
    - (2) The next soldier ensures that he has a full magazine, moves abreast of the lead soldier, taps him, and announces, "Taking the lead."
    - (3) The lead soldier acknowledges that he is handing over the lead by shouting, "Okay." Positions rotate and the squad continues forward.
  - h. The trailing fire team secures intersections and marks the route within the trench as the squad moves forward. The trailing fire team leader ensures that follow-on squads relieve his buddy teams to maintain security.
  - i. The squad leader reports the progress of the clearing operation (The base-of-fire element must be able to identify the location of the lead fire team in the trench at all time).
11. The platoon leader rotates squads to keep the soldiers fresh and to maintain the momentum of the assault.
  12. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the trench.
  13. The base-of-fire element ensures that all friendly forces move into the trench only through the designated entry point to avoid fratricide.
  14. The platoon leader reports to the company commander that the trench line is secured, or he is no longer able to continue clearing.

### SUPPORTED T&EO'S.

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
ARTEP 7-12-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)

## SUPPORTED T&amp;EO'S.

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-7. Battle Drill 07-3-D9112.

**TASK:** Conduct Initial Breach of a Mined Wire Obstacle (Platoon) (07-3-D9112)

**CONDITIONS:** The platoon is operating as part of a larger force. The platoon's forward movement is stopped by a wire obstacle reinforced with mines that cannot be bypassed. The enemy begins to engage the platoon from positions on the far side of the obstacle.

**STANDARDS:** The platoon makes a breach in the obstacle and moves all effective personnel and equipment through the breach within 45 minutes of encountering the obstacle. The platoon moves the support element and follow-on forces through the breach. The platoon maintains a sufficient fighting force to secure the far side of the breach. The platoon sustains no casualties from friendly fires.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)

**ARTEP 7-8-DRILL**

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
STP 21-24-SMCT	071-326-0513	Select Temporary Fighting Positions
	061-283-1002	Locate a Target by Grid Coordinates
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	STP 7-11BC24-SM-TG	071-326-0501
061-283-1004		Locate a Target by Shift From a Known Point
071-010-0006		Engage Targets with an M249 Machine Gun
071-052-0005		Operate a Night Vision Sight AN/TAS-5
071-052-0006		Engage Targets with an M47 Medium Antitank Weapon
071-054-0001		Prepare an M136 Launcher for Firing
071-054-0003		Perform Misfire Procedures on an M136 Launcher
071-054-0004		Engage Targets with an M136 Launcher
071-315-0003		Operate a Night Vision Sight AN/PVS-4
071-315-0008		Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
071-315-0030		Operate Night Vision Goggles AN/PVS-5
071-315-0091		Operate a Thermal Viewer AN/PAS-7
071-315-2308		Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
071-315-2352		Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
071-317-3306		Perform Misfire Procedures on an M47 Medium Antitank Weapon
071-326-0501	Move as a Member of a Fire Team	
071-326-5605	Control Movement of a Fire Team	
071-326-5606	Select an Overwatch Position	
071-326-5611	Conduct the Maneuver of a Squad	
071-326-5630	Conduct Movement Techniques by a Platoon	
071-410-0010	Conduct a Leader's Reconnaissance	
071-410-0019	Control Organic Fires	
071-420-0005	Conduct the Maneuver of a Platoon	
071-710-0004	Control Use of Night Vision Devices	

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad in contact reacts to contact.
2. The platoon gains suppressive fires.
  - a. The squad in contact establishes a base-of-fire position.
  - b. The platoon leader, his RATELO, and the squad leader of the next squad with one machine gun team move forward to link up with the squad leader of the squad in contact .
  - c. The platoon sergeant positions BFVs, if available, to provide additional observation and supporting fires.
3. The platoon leader determines that he can maneuver by identifying--
  - a. The obstacle and enemy positions.
  - b. The size of the enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. A breach point.
  - d. A covered and concealed route to the breach point.
4. The platoon leader directs the BFVs (if available) and the squad in contact to support the movement of another squad to the breach point.
  - a. Indicates the base-of-fire position and the route to it.
  - b. Indicates the enemy position to be suppressed.
  - c. Indicates the breach point and the route the rest of the platoon will take to it.

## ARTEP 7-8-DRILL

### TASK STEPS AND PERFORMANCE MEASURES:

- d. Gives instructions for lifting and shifting fires.
5. On the platoon leader's signal, the base-of-fire squad--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
  - b. Obscures the enemy position with smoke.
  - c. Continues suppressive fires at the lowest possible level.
6. The platoon leader designates one squad as the breach squad and the remaining squad as the assault squad once the breach has been made. (The assault squad may add its fires to the base-of-fire squad. Normally, it follows the covered and concealed route of the breach squad and assaults through immediately after the breach is made.)
7. The base-of-fire squad moves to the breach point and establishes a base of fire.
8. The platoon sergeant moves forward to the base-of-fire squad with the second machine gun and assumes control of the squad.
9. The platoon leader leads the breach and assault squads along the covered and concealed route.
10. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
11. The breach squad executes actions to breach the obstacle (footpath).
  - a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.
  - b. The squad leader designates the breach point.
  - c. The base-of-fire team continues to provide suppressive fires and to isolate the breach point.
  - d. The breaching fire team, with the squad leader, moves to the breach point using the covered and concealed route.
    - (1) The squad leader and breaching fire team leader employ smoke grenades to obscure the breach point. The platoon base-of-fire element shifts direct fires away from the breach point and continues to suppress key enemy positions.
    - (2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.
    - (3) The grenadier and rifleman, or the anti-armor specialist and automatic rifleman, of the breaching fire team probe for mines and cut the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.)
    - (4) Once the obstacle has been breached, the breaching fire team leader and the automatic rifleman move to the far side of the obstacle and take up covered and concealed positions. They signal to the squad leader when they are in position and ready to support.
  - e. The squad leader signals the base-of-fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team, leaving the grenadier (or anti-armor specialist) and rifleman of the supporting fire team on the near side of the breach to guide the rest of the platoon through.
  - f. Using the same covered and concealed route as the breaching fire team, the base-of-fire team moves through the breach and takes up covered and concealed positions on the far side.
12. The breach squad leader reports the situation to the platoon leader and posts guides at the breach point.
13. The platoon leader leads the assault squad through the breach in the obstacle and positions it on the far side to support the movement of the remainder of the platoon or to assault the enemy position covering the obstacle.
14. The breaching squad continues to widen the breach to allow vehicles to pass through.

**TASK STEPS AND PERFORMANCE MEASURES:**

15. The platoon leader reports the situation to the company commander and directs his breaching squad to move up and through the obstacle. The platoon leader appoints guides to guide the company through the breach point.
16. The platoon sergeant brings the mounted element forward and through the breach on the platoon leader's command.
17. The company follows up the success of the platoon as it conducts the breach and continues the assault against the enemy positions.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
ARTEP 7-12-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-8. Battle Drill 07-4-D9107.

**TASK:** Knock Out a Bunker (Squad) (07-4-D9107)

**CONDITIONS:** The squad receives fire from an enemy bunker while moving as a part of a larger force.

**STANDARDS:** The squad destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

## ARTEP 7-8-DRILL

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate a Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field or Pressure Dressing
	081-831-1017	Put on a Tourniquet
	081-831-1025	Perform First Aid for an Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
081-831-1034	Perform First Aid for a Suspected Fracture	
081-831-1034-A	Perform First Aid for a Suspected Fracture	
081-831-1040	Transport a Casualty Using a One-Man Carry	
081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter	
081-831-1042	Perform Mouth-To-Mouth Resuscitation	
081-831-1042-A	Perform Mouth-to-Mouth Resuscitation	
STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
	071-326-0515	Select a Movement Route Using a Map
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted

References	Task Number	Task Title
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	STP 7-11BC24-SM-TG	071-326-0501
061-283-1004		Locate a Target by Shift from a Known Point
071-010-0006		Engage Targets with an M249 Machine Gun
071-052-0005		Operate a Night Vision Sight AN/TAS-5
071-052-0006		Engage Targets with an M47 Medium Antitank Weapon
071-054-0001		Prepare an M136 Launcher for Firing
071-054-0003		Perform Misfire Procedures on an M136 Launcher
071-054-0004		Engage Targets with an M136 Launcher
071-315-0003		Operate a Night Vision Sight AN/PVS-4
071-315-0008		Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
071-315-0030		Operate Night Vision Goggles AN/PVS-5
071-315-0091		Operate a Thermal Viewer AN/PAS-7
071-315-2308		Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
071-315-2352		Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
071-317-3306		Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM1-SM	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5

## ARTEP 7-8-DRILL

References	Task Number	Task Title
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift from a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

### **TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad reacts to contact.
2. The fire team in contact identifies the bunker and gains suppressive fire.
3. (If Applicable) fighting vehicles reposition, if necessary, to provide additional observation and supporting fires.
4. The squad leader determines that he can maneuver by identifying--
  - a. The bunker and any obstacles.
  - b. The size of the enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. A vulnerable flank.
  - d. A covered and concealed flanking route to the bunker.
5. The fire team in contact--
  - a. Suppresses the bunker and any supporting positions. (The squad should employ LAWs/AT4s against the bunker as part of its suppressive fires.)
  - b. Continues suppressive fires.
6. With fighting vehicles the squad in contact: Destroys or suppresses enemy crew-served weapons first. Obscures the enemy position with smoke (M203). Sustains suppressive fires.

**TASK STEPS AND PERFORMANCE MEASURES:**

7. The squad leader directs the fire team in contact to support the movement of the other fire team.
8. The squad leader requests indirect fires through the platoon leader to destroy or isolate the enemy position.
9. The squad leader leads the assaulting fire team along the covered and concealed route to the flank of the bunker:
  - a. The assaulting fire team approaches the bunker from the blind side and does not mask the fires of the base-of-fire team.
  - b. Soldiers constantly watch for other bunkers or enemy positions in support of bunkers.
10. Upon reaching the last covered and concealed position--
  - a. The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker. (This includes the use of LAWs/AT4s.)
  - b. The squad leader positions himself where he can best control his teams. On the squad leader's signal, the base-of-fire team lifts or shifts fires to the opposite side of the bunker from the assaulting fire team's approach.
  - c. The grenadier and automatic rifleman go to the blind side of the bunker. One soldier takes up a covered position near the exit, while one soldier cooks off a grenade (2 seconds maximum), shouts, "Frag out," and throws it through an aperture.
  - d. After the grenade detonates, the soldier covering the exit enters the bunker firing short bursts to destroy the enemy.
11. The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the success of the attack against the bunker and continues the attack of other bunkers.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
ARTEP 7-8-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-9. Battle Drill 07-4-D9109.

**TASK:** Enter a Building and Clear a Room (Squad) (07-4-D9109)

**CONDITIONS:** Operating as part of a larger force, the squad is moving and receives fire from the enemy from a building. The platoon leader directs the squad to seize a foothold and clear a room.

**STANDARDS:** The squad gains a foothold in a building. The squad secures a room by killing, capturing, or forcing the withdrawal of the enemy from the room. The squad minimizes noncombatant casualties and collateral damage (ROE dependent). The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate a Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field or Pressure Dressing
	081-831-1017	Put on a Tourniquet

References	Task Number	Task Title
	081-831-1025	Perform First Aid for an Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
	081-831-1034	Perform First Aid for a Suspected Fracture
	081-831-1034-A	Perform First Aid for a Suspected Fracture
	081-831-1040	Transport a Casualty Using a One-Man Carry
	081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter
	081-831-1042	Perform Mouth-To-Mouth Resuscitation
	081-831-1042-A	Perform Mouth-to-Mouth Resuscitation
STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
	071-331-0820	Analyze Terrain
STP 7-11BC1-SM-TG	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BC24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4

**ARTEP 7-8-DRILL**

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
STP 7-11BCHM1-SM	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4	
071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon	
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
071-710-0004	Control Use of Night Vision Devices	

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The fire team initiating contact establishes a base of fire and suppresses the enemy in and around the building.
2. The squad leader determines if he can maneuver by identifying--

**TASK STEPS AND PERFORMANCE MEASURES:**

- a. The building and any obstacles.
  - b. Size of enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. An entry point. (Assaulting fire teams should enter the building at the highest level possible.)
  - d. A covered and concealed route to the entry point.
3. The fire team in contact--
    - a. Destroys or suppresses enemy weapons that are firing most effectively against the squad.
    - b. Continues suppressive fires.
  4. The squad leader directs the fire team in contact to support the entry of the other fire team into the building.
  5. If necessary, the supporting fire team repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.)
  6. The squad leader designates the entry point of the building.
  7. The platoon and squad shift direct fire and continue to suppress the enemy in adjacent positions and to isolate the building.
  8. The platoon FO lifts indirect fires or shifts them beyond the building.
  9. The squad leader and assaulting fire team approach the building and position themselves at either side of the entrance.
  10. The lead soldier of the assaulting fire team cooks off the grenade (2 seconds maximum), shouts, "Frag out," then throws the grenade into the building (ROE dependent).
  11. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, up against the wall; engages all identified or likely enemy positions with rapid, short bursts of automatic fire; and scans the rest of the room from left to right. The rest of the team provides immediate security outside the building.
    - a. The size and shape of the room may cause the soldier entering the room to move to the left or right. For illustration purposes only, one set of directions is given. The first soldier in the room decides where the next soldier should position himself and gives the command, NEXT MAN IN, RIGHT (or LEFT).
    - b. Depending on the enemy's situation, the size of the entry, and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to the right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier goes high, the other low, to prevent firing at one another. This method puts more fire power into the room more quickly, but it is more difficult and requires practice. When both soldiers are in position, the senior soldier gives the command, NEXT MAN IN (RIGHT or LEFT).
  12. The soldier inside the room shouts, "Next man in, left (right)." The next man shouts, "Coming in, left (right)," enters the building, positions himself to the left of the entrance, up against the wall, and scans the room from left to right. Once in position, he shouts, "Next man in (right or left)."
  13. The assaulting fire team leader shouts, "Coming in, (right or left)," enters the building, and positions himself where he can control the actions of his team.
    - a. He does not block the entrance way.
    - b. He makes a quick assessment of the size and shape of the room and begins to clear through the room.
    - c. The assaulting fire team leader determines if the remaining man on his team is required to assist in clearing the room.

## ARTEP 7-8-DRILL

### TASK STEPS AND PERFORMANCE MEASURES:

- d. If the team leader decides to bring the last man in, he shouts, "Next man in, left (or right)." The last man in the fire team shouts, "Coming in, left (or right)," enters the building, and begins clearing through the next room.
  - e. If the team leader decides not to bring the last man in, he shouts, "Next man stand fast." The last man remains outside the building and provides security from there. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to the squad leader, and then resumes the duties of the soldier on the right of the entrance to provide support.
14. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the footholds gained.
  15. The squad leader enters the building and marks the entry point (IAW unit SOP). The squad leader determines whether or not his squad can continue to clear through the building and maintain fire superiority outside with the base-of-fire team. (Normally, it takes a platoon to clear a building.)
    - a. The squad leader reports to the platoon leader that the squad has entered the building and seized a foothold.
    - b. The squad leader determines which room to clear next and selects an entry point, and then designates a lead fire team.
    - c. The squad leader and lead fire team move to the entrance of the next room to be cleared. They position themselves at either side of the entrance.
    - d. The squad leader directs the team to continue and clear the next room. The lead fire team performs the same actions previously described in steps 10 and 12 to clear the next room.
  16. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep his soldiers fresh and to continue the momentum of the attack.
  17. The squad leader follows the fire team that is clearing to ensure that the cleared rooms are properly marked IAW the unit SOP.
  18. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the foothold is gained.
  19. The squad leader reports to the platoon leader that the the squad has entered the building and gained a foothold. The platoon follows the success of the seizure of the foothold as part of the platoon drill to enter and clear a building.
  20. The squad reorganizes as necessary. Leaders redistribute the ammunition.

NOTE: If available, the platoon/squad will suppress the enemy in buildings with large caliber weapons. Rules of engagement can prohibit the use of certain weapons until a specifically hostile action takes place. All leaders must be aware of the local ROE.

### SUPPORTED T&EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

## 2-10. Battle Drill 07-4-D9111.

**TASK:** Enter/Clear a Trench (Squad) (07-4-D9111)

**CONDITIONS:** Operating as part of a larger force, the squad is moving and receives fire from the enemy in a trench.

**STANDARDS:** The squad secures a foothold in a trench. The squad kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)	
STP 21-24-SMCT	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	061-283-1002	Locate a Target by Grid Coordinates
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5

**ARTEP 7-8-DRILL**

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BC24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-710-0004	Control Use of Night Vision Devices
STP 7-11BCHM1-SM	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad reacts to contact.
2. Fighting vehicles (if applicable) reposition, if necessary, to provide additional observation and supporting fires.
3. The fire team in contact locates the enemy trench and gains suppressive fire.
4. The squad leader determines that he can maneuver by identifying--
  - a. The enemy trench and any obstacles.
  - b. Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. An entry point.
  - d. A covered and concealed route to the entry point.
5. The fire team in contact--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the squad.
  - b. Continues suppressive fires.
6. The squad leader directs the fire team in contact to support the other fire team's entry into the trench.
7. The squad leader designates the entry point of the trench line.
8. The squad leader and the assaulting fire team move to the last covered and concealed position short of the entry point.
  - a. The squad leader marks the entry point.
  - b. The base-of-fire team shifts suppressive fires from the entry point and continues to suppress adjacent enemy positions or to isolate the trench as required.
  - c. The assault fire team leader and the automatic rifleman remain in a position short of the trench to add suppressive fires for the initial entry.

**ARTEP 7-8-DRILL**

**TASK STEPS AND PERFORMANCE MEASURES:**

- d. The squad leader takes the two remaining soldiers of the assault fire team and continues toward the entry point. They move in rushes or by crawling.
  - e. The squad leader positions himself where he can best control his teams.
9. The first two soldiers of the assault fire team move to the edge of the trench, parallel to the trench and on their backs. On the squad leader's command, COOK OFF GRENADES (2 seconds maximum), they shout, "Frag out," and throw the grenades into the trench.
    - a. Upon detonation of both grenades, the soldiers roll into the trench, landing on their feet, and back-to-back. They fire their weapons down the trench in both directions.
    - b. Both soldiers immediately move in opposite directions down the trench, firing three-round bursts. Each soldier continues until he reaches the first corner or intersection. Both soldiers halt and take up positions to block any enemy movement toward the entry point.
    - c. At the same time, the squad leader rolls into the trench and secures the entry point.
    - d. Upon detonation of the grenades, the assault fire team leader and the automatic rifleman move to the entry point and enter the trench. The squad leader directs them to one of the secured corners or intersections to relieve the automatic rifleman who then rejoins his buddy team at the opposite end of the foothold.
  10. The squad leader remains at the entry point and marks it. He calls forward the base-of-fire team, once he has ensured that the remainder of the platoon continues to provide supporting fires.
  11. The squad leader reports to the platoon leader that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the platoon.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-11. Battle Drill 07-3-D9103.

**TASK:** React to Contact (Platoon/Squad) (07-3-D9103)

**CONDITIONS:** The platoon/squad is halted or moving. The enemy initiates fires on the platoon/squad with an individual or crew-served weapon.

**STANDARDS:** The unit returns fire immediately. The unit locates and engages the enemy with well-aimed fire and causes at least one enemy casualty. The leader can point out at least one-half of the enemy positions and identify the types of weapons (such as small-arms, light machine gun).

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0511	React to Flares
	071-326-0513	Select Temporary Fighting Positions
	181-906-1505	Conduct Combat Operations According to the Law of War
	181-906-1505-A	Conduct Combat Operations According to the Law of War
STP 7-11BC1-SM-TG	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
	071-312-4027	Load an M249 Machine Gun
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BC24-SM-TG	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
	071-312-4027	Load an M249 Machine Gun
	071-326-0501	Move as a Member of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
STP 7-11BCHM1-SM	071-326-5630	Conduct Movement Techniques by a Platoon
	071-420-0005	Conduct the Maneuver of a Platoon
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
STP 7-11BCHM24-SM-TG	071-312-4027	Load an M249 Machine Gun
	071-326-0501	Move as a Member of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-420-0005	Conduct the Maneuver of a Platoon

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Soldiers immediately assume the nearest covered positions.

## ARTEP 7-8-DRILL

### TASK STEPS AND PERFORMANCE MEASURES:

2. Soldiers return fire immediately on reaching the covered positions.
3. Squad/team leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the platoon/squad leader.
4. Fire team leaders control the fire of their soldiers by using standard fire commands (initial and supplemental) containing the following elements:
  - a. Alert.
  - b. Direction.
  - c. Description.
  - d. Range.
  - e. Method of fire (manipulation and rate of fire).
  - f. Command to commence firing.
5. Soldiers maintain contact (visual or oral) with the soldiers on their left or right.
6. Soldiers maintain contact with the team leader and indicate the location of the enemy positions.
7. The leaders (visually or orally) check the status of their personnel.
8. The squad/fire team leaders maintain visual contact with the platoon/squad leader.
9. The platoon/squad leader moves up to the squad/fire team in contact and links up with its leader.
  - a. The platoon leader brings his RATELO, platoon FO, the squad leader of the nearest squad, and one machine gun team.
  - b. The squad leader of the trail squad moves to the front of his lead fire team.
  - c. The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader, ready to assume control of the base-of-fire element.
10. The platoon/squad leader determines whether or not his unit must move out of the engagement area.
11. The platoon/squad leader determines whether or not his unit can gain and maintain suppressive fires with the element already in contact (based on the volume and accuracy of enemy fires against the element in contact).
12. The platoon/squad leader makes an assessment of the situation. He identifies--
  - a. The location of the enemy position and obstacles.
  - b. The size of the enemy force engaging the unit in contact. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. Vulnerable flanks.
  - d. Covered and concealed flanking routes to the enemy positions.
13. The platoon/squad leader determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).
14. The platoon/squad leader reports the situation to the company commander/platoon leader and begins to maneuver the unit.
15. The platoon leader calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay request through the platoon leader.)
16. Leaders relay all commands and signals from the platoon chain of command.
17. The platoon sergeant positions the BFVs to observe and to provide supporting fires.

**NOTE:** Once the platoon has executed the React to Contact Drill, the platoon leader makes a quick assessment of the situation (for example, enemy size, location). He decides on a course of action. The platoon leader reports the situation to the company commander.

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1045	Conduct a Defense (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1045	Conduct a Defense (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)	

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1171	Conduct a Tactical Road March (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1036	Conduct a Defense (Antiarmor Company/Platoon)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1171	Conduct a Tactical Road March (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1004	Assess Damage
	07-5-1101	Conduct Airborne Insertion
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1103	Conduct Ground Infiltration/Exfiltration
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1110	Establish Hide Site
	07-5-1111	Establish Surveillance Site
	07-5-1112	Conduct Linkup (LRS Team)
	07-5-1115	Establish a Patrol Base
	07-5-1201	Acquire a Target
	07-5-1401	Evade and Recover
	07-5-1406	React to Indirect Fire (LRS)
	07-5-1502	Establish/Recover a Cache
	07-5-1605	Consolidate and Reorganize (LRS)

## ARTEP 7-8-DRILL

2-12. Battle Drill 07-3-D9282.

**TASK:** React to a Chemical Attack (Platoon/Squad) (07-3-D9282)

**CONDITIONS:** The unit/element is near a contaminated area. Personnel hear a chemical alarm or are ordered to mask.

**STANDARDS:** Platoon members protect themselves from chemical/biological contamination using assigned protective masks. Within 60 seconds, personnel begin decontamination. Personnel assume MOPP4 within 8 minutes. Personnel complete basic skills decontamination within 15 minutes.

**ILLUSTRATIONS:** N/A

### TASK STEPS AND PERFORMANCE MEASURES:

1. Unit member(s) who recognizes or is alerted to chemical attack--
  - a. Stops breathing.
  - b. Within nine seconds, puts on protective mask, and clears and checks for seal.
  - c. Within six seconds, pulls hood over head and zips it.
  - d. Gives the alarm. (Shout, "Gas," or give arm-and-hand signals for a chemical attack).
2. Other personnel mask and pass the alarm upon receiving alarm.
3. Unit members take shelter.
  - a. Seek overhead cover within the vehicle, if mounted, or use a poncho to protect against further contamination.
  - b. Close all vehicle hatches.
4. If the tactical situation permits, unit members cover crew-served weapon with a tarpaulin to prevent or reduce contamination.
5. All personnel go to MOPP4, if appropriate.
6. Soldiers initiate self or buddy aid as necessary.
7. Soldiers use their M258A1/M291 decontamination kit as necessary.
8. Unit reestablishes the chain of command and communications, and reports the situation to the company commander.
9. The unit identifies the chemical agent using chemical detector paper and the M256 detector kit.
10. Leaders determine if decontamination is required and request support, if necessary.
11. Use the M11 or the M13 decontaminating apparatus, portable (M13 DAP) to decontaminate equipment.
12. Designated personnel begin monitoring, using monitoring equipment.
13. Unit marks the area before leaving, if contamination is present.
14. The squad/platoon moves and displaces as appropriate or continues its mission.

### SUPPORTED T&EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-6117	React to a Chemical Attack (Infantry Company)
ARTEP 7-12-MTP	07-2-6117	React to a Chemical Attack (Infantry Company)
ARTEP 71-2-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-20-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-22-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-4-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-2-6108	React to a Chemical Attack (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-13. Battle Drill 07-3-D9283.

**TASK:** React to Nuclear Attack (Platoon/Squad) (07-3-D9283)

**CONDITIONS:** The squad is warned of a possible nuclear attack. Soldiers see a brilliant flash of light. (Squad/platoon leader may give the alert to initiate the drill.)

**STANDARDS:** Dismounted personnel immediately drop to prone positions and take the individual steps necessary to survive the blast. Mounted personnel immediately drop down inside the vehicle and brace themselves for the blast. After the blast wave, security is established.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Personnel react to unwarned nuclear attack (a brilliant flash of light).
  - a. Dismounted.
    - (1) All personnel immediately drop to a prone position and close their eyes.
    - (2) All personnel immediately--
      - (a) Turn their bodies to head-on toward the blast.
      - (b) Stick thumbs in ears.
      - (c) Cover faces with hands.
      - (d) Place arms under their bodies.
      - (e) Tuck heads down into shoulders; keep helmets on and face downward.

**ARTEP 7-8-DRILL**

**TASK STEPS AND PERFORMANCE MEASURES:**

- (3) All personnel stay down until the blast wave passes and debris stops falling.
- (4) All personnel check for casualties and damaged equipment.
- b. Mounted.
  - (1) All personnel immediately drop down inside of the vehicles.
  - (2) Before the arrival of the blast wave, all personnel--
    - (a) Close hatches.
    - (b) Turn off radios that are not needed.
    - (c) Brace themselves.
- 2. Actions after blast wave has passed.
  - a. Squad/platoon leader reestablishes the chain of command and communications.
  - b. Squad/platoon leader establishes security and reports to higher headquarters.
  - c. Personnel give casualties first aid and evacuate.
  - d. Leader submits an initial NBC 1 report.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-10-MTP	07-2-6099	Prepare for a Nuclear Attack (Infantry Company)
	07-2-6135	Respond to the Initial Effects of a Nuclear Attack (Infantry Company)
ARTEP 7-12-MTP	07-2-6099	Prepare for a Nuclear Attack (Infantry Company)
	07-2-6135	Respond to the Initial Effects of a Nuclear Attack (Infantry Company)
ARTEP 71-2-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-20-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-22-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-4-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-6090	Prepare for a Nuclear Attack (Antiarmor Company/Platoon)
	07-2-6126	Respond to the Initial Effects of a Nuclear Attack (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
		Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-14. Battle Drill 07-4-D9203.

**TASK:** React to Indirect Fire (Squad) (07-4-D9203)

**CONDITIONS:** The platoon/squad is moving, halted, or occupying a firing position with or without a dug-in mortar emplacement. Any soldier gives the alert, "INCOMING," or a round impacts nearby.

**STANDARDS:** The squad/platoon begins drill immediately. If moving, halted, or in an unimproved firing position, the squad moves with all of its mission-essential equipment and ammunition to a rally point or alternate firing position beyond the impact area. If in a dug-in mortar emplacement, the squad moves into the personnel shelters with all of its mission-essential equipment except the mortar ammunition. The squad/platoon completes the drill before the enemy initiates a fire for effect.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Any soldier announces, "INCOMING."
2. If the squad is in a firing position, but not dug in:
  - a. Gunner removes and secures sight.
  - b. Gunner collapses and attaches the mount under the barrel.
  - c. Ammunition bearer pushes down on the barrel to dislodge the baseplate from the ground.
  - d. Gunner configures the mortar for a one-man carry and picks up the sight. (60mm only)
  - e. Squad leader and ammunition bearer secure the remainder of the mission-essential equipment and ammunition.
  - f. Squad performs additional steps 3 or 4 below as appropriate.
3. If the squad is moving, is halted, or has prepared to move in accordance with step 1:
  - a. Squad leader gives the direction and distance for the squad to move to a rally point by ordering direction and distance--for example, THREE O'CLOCK, ONE HUNDRED METERS.
  - b. Squad members move rapidly along the direction and distance to the rally point.
  - c. At the rally point, the leader immediately accounts for personnel and equipment, and forms the squad/platoon for a move to an alternate firing position.
  - d. At the alternate firing position, the leader immediately accounts for personnel and computes a new mounting azimuth. Squad leader lays the mortar on the new azimuth and prepares to respond to calls for fire.
  - e. Senior leader present submits a SHELREP, a report that gives details of the enemy attack.
4. If the squad is in an improved (dug in) firing position--
  - a. Squad members seek cover in personnel shelters.
  - b. Squad members protect as much mission-essential equipment as possible by placing it in the personnel shelter.
  - c. Senior leader present submits a SHELREP.

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
ARTEP 7-12-MTP	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)

**ARTEP 7-8-DRILL**

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/ Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)

**APPENDIX A**  
**Individual Task-to-Drill Matrix**

This matrix identifies individual tasks from STP 21-1-SMCT, STP 21-24-SMCT, STP 7-11II-MQS, and STP 21-II-MQS.

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>COMMON TASKS SKILL LEVEL 1</b>					
<u>071-331-0803</u> Report Enemy Information	X	X	X	X	X
<u>878-920-1002</u> Recognize Friendly and Threat Armored Vehicles and Aircraft				X	X
<u>444-091-1101</u> Perform Search and Scan Procedures	X	X	X	X	X
<u>071-311-2027</u> Load an M16A1 or M16A2 Rifle	X	X	X	X	X
<u>071-311-2028</u> Unload an M16A1 or M16A2 Rifle	X	X	X	X	X
<u>071-311-2029</u> Correct Malfunctions on an M16A1 or M16A2 Rifle	X	X	X	X	X
<u>071-311-2007</u> Engage Targets with an M16A1 or M16A2 Rifle	X	X	X	X	X
<u>071-311-2127</u> Load an M203 Grenade Launcher	X	X	X	X	X
<u>071-311-2128</u> Unload an M203 Grenade Launcher	X	X	X	X	X
<u>071-311-2129</u> Correct Malfunctions on an M203 Grenade Launcher	X	X	X	X	X
<u>071-311-2130</u> Engage Targets with an M203 Grenade Launcher				X	X
<u>071-312-3027</u> Load an M60 Machine Gun				X	X
<u>071-312-3028</u> Unload an M60 Machine Gun	X	X	X	X	X
<u>071-312-3029</u> Correct Malfunctions on an M60 Machine Gun	X	X	X	X	X

**ARTEP 7-8-DRILL**

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9110	07-3-D9112			
071-331-0803 Report Enemy Information	X	X			
878-920-1002 Recognize Friendly and Threat Armored Vehicles and Aircraft	X	X			
444-091-1101 Perform Search and Scan Procedures	X	X			
071-311-2027 Load an M16A1 or M16A2 Rifle	X	X			
071-311-2028 Unload an M16A1 or M16A2 Rifle	X	X			
071-311-2029 Correct Malfunctions on an M16A1 or M16A2 Rifle	X	X			
071-311-2007 Engage Targets with an M16A1 or M16A2 Rifle	X	X			
071-311-2127 Load an M203 Grenade Launcher	X	X			
071-311-2128 Unload an M203 Grenade Launcher	X	X			
071-311-2129 Correct Malfunctions on an M203 Grenade Launcher	X	X			
071-311-2130 Engage Targets with an M203 Grenade Launcher	X	X			
071-312-3027 Load an M60 Machine Gun	X	X			
071-312-3028 Unload an M60 Machine Gun	X	X			
071-312-3029 Correct Malfunctions on an M60 Machine Gun	X	X			
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
071-312-3031 Engage Targets with an M60 Machine Gun	X	X	X	X	X
071-325-4407 Employ Hand Grenades	X	X	X	X	X
071-326-0502 Move Under Direct Fire	X	X	X	X	X

INDIVIDUAL TASK AND NUMBER	BATTLE DRILLS				
071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)	X	X	X	X	X
071-326-0510 React to Indirect Fire While Dismounted				X	X
071-326-0513 Select Temporary Fighting Positions	X	X	X	X	X
051-191-1361 Camouflage Yourself and Your Individual Equipment				X	X
051-191-1362 Camouflage Equipment				X	X
081-831-1000 Evacuate a Casualty				X	
081-831-1003 Clear an Object From the Throat of a Conscious Casualty				X	
081-831-1042 Perform Mouth-to-Mouth Resuscitation				X	
081-831-1016 Put on a Field or Pressure Dressing				X	
081-831-1017 Put on a Tourniquet				X	
081-831-1025 Apply a Dressing to an Open Abdominal Wound				X	
081-831-1026 Apply a Dressing to an Open Chest Wound				X	
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
071-312-3031 Engage Targets with an M60 Machine Gun	X	X			
071-325-4407 Employ Hand Grenades	X	X			
071-326-0502 Move Under Direct Fire	X	X			
071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)	X	X			
071-326-0510 React to Indirect Fire While Dismounted	X	X			

**ARTEP 7-8-DRILL**

<b>INDIVIDUAL TASK AND NUMBER</b>	<b>BATTLE DRILLS</b>				
071-326-0513 Select Temporary Fighting Positions	X	X			
051-191-1361 Camouflage Yourself and Your Individual Equipment	X	X			
051-191-1362 Camouflage Equipment	X	X			
081-831-1000 Evacuate a Casualty					
081-831-1003 Clear an Object From the Throat of a Conscious Casualty					
081-831-1042 Perform Mouth-to-Mouth Resuscitation					
081-831-1016 Put on a Field or Pressure Dressing					
081-831-1017 Put on a Tourniquet					
081-831-1025 Apply a Dressing to an Open Abdominal Wound					
081-831-1026 Apply a Dressing to an Open Chest Wound					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
081-831-1033 Apply a Dressing to an Open Head Wound				X	
081-831-1005 Prevent Shock				X	
081-831-1034 Splint a Suspected Fracture				X	
081-831-1007 Give First Aid for Burns				X	
081-831-1040 Transport a Casualty Using a One-Man Carry				X	
081-831-1041 Transport a Casualty Using a Two-Man Carry or Improvised Litter				X	
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
081-831-1033 Apply a Dressing to an Open Head Wound					
081-831-1005 Prevent Shock					

INDIVIDUAL TASK AND NUMBER	BATTLE DRILLS				
081-831-1034 Splint a Suspected Fracture					
081-831-1007 Give First Aid for Burns					
081-831-1040 Transport a Casualty Using a One-Man Carry					
081-831-1041 Transport a Casualty Using a Two-Man Carry or Improvised Litter					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>COMMON TASKS SKILL LEVEL 2</b>					
071-326-0515 Select a Movement Route Using a Map				X	
071-329-1006 Navigate from One Point on the Ground to Another While Dismounted				X	X
061-283-1002 Locate a Target by Grid Coordinates				X	X
061-283-6003 Call for and Adjust Indirect Fire				X	X
071-326-0600 Use Visual Signaling Techniques While Dismounted	X	X	X	X	X
071-331-0802 Process Enemy Personnel and Equipment				X	X
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
071-326-0515 Select a Movement Route Using a Map		X			
071-329-1006 Navigate from One Point on the Ground to Another While Dismounted		X			
061-283-1002 Locate a Target by Grid Coordinates	X	X			
061-283-6003 Call for and Adjust Indirect Fire	X	X			
071-326-0600 Use Visual Signaling Techniques While Dismounted	X	X			

**ARTEP 7-8-DRILL**

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
071-331-0802 Process Enemy Personnel and Equipment	X	X			
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>COMMON TASKS SKILL LEVEL 3</b>					
071-331-0820 Analyze Terrain				X	X
	07-3-D9110	07-3-D9112			
071-331-0820 Analyze Terrain	X	X			
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>INFANTRY TASKS SKILL LEVEL 1</b>					
071-010-0006 Engage Targets with an M249 Machine Gun				X	X
071-315-2308 Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4				X	X
071-315-2352 Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4				X	X
071-052-0005 Operate Night Vision Sight AN/TAS-5				X	X
071-052-0006 Engage Targets with an M47 Medium Antitank Weapon	X			X	X
071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon				X	X
071-315-0008 Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4				X	X
071-054-0001 Prepare M136 Launcher for Firing				X	X
071-054-0003 Perform Misfire Procedures on M136 Launcher				X	X

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
071-054-0004 Engage Targets with M136 Launcher	X	X	X	X	X
071-315-0003 Operate Night Vision Sight AN/PVS-4				X	X
071-315-0030 Operate Night Vision Goggles AN/PVS-5				X	X
<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
071-010-0006 Engage Targets with an M249 Machine Gun	X	X			
071-315-2308 Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4	X	X			
071-315-2352 Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4	X	X			
071-052-0005 Operate Night Vision Sight AN/TAS-5	X	X			
071-052-0006 Engage Targets with an M47 Medium Antitank Weapon	X	X			
071-317-3306 Perform Misfire Procedures on an M47 Medium Antitank Weapon	X	X			
071-315-0008 Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4	X	X			
071-054-0001 Prepare M136 Launcher for Firing	X	X			
071-054-0003 Perform Misfire Procedures on M136 Launcher	X	X			
071-054-0004 Engage Targets with M136 Launcher	X	X			

**ARTEP 7-8-DRILL**

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
071-315-0003 Operate Night Vision Sight AN/PVS-4	X	X			
071-315-0030 Operate Night Vision Goggles AN/PVS-5	X	X			
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
071-315-0091 Operate Thermal Viewer AN/PAS-7				X	X
071-331-0808 Identify Threat Weapons	X	X	X	X	X
071-326-0501 Move as a Member of a Fire Team	X	X	X	X	X
071-326-0608 Use Visual Signaling Techniques While Mounted					
071-010-0006 Engage Targets with an M249 Machine Gun				X	
071-312-4004 Lay an M249 Machine Gun Using Field Expedient Methods					
071-312-4025 Maintain an M249 Machine Gun					
071-312-4027 Load an M249 Machine Gun					
071-312-4030 Zero an M249 Machine Gun					
071-318-2202 Engage Targets with an M72A2 Light Antitank Weapon	X	X	X		
071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon	X	X	X		
071-326-0511 React to Flares	X	X	X		
181-906-1505 Conduct Combat Operations According to the Law of War	X	X			
113-571-1016 Send a Radio Message	X	X	X		
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
071-315-0091 Operate Thermal Viewer AN/PAS-7	X	X			

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
071-331-0808 Identify Threat Weapons	X	X			
071-326-0501 Move as a Member of a Fire Team	X	X			
071-326-0608 Use Visual Signaling Techniques While Mounted					
071-010-0006 Engage Targets with an M249 Machine Gun					
071-312-4004 Lay an M249 Machine Gun Using Field Expedient Methods					
071-312-4025 Maintain an M249 Machine Gun					
071-312-4027 Load an M249 Machine Gun					
071-312-4030 Zero an M249 Machine Gun					
071-318-2202 Engage Targets with an M72A2 Light Antitank Weapon					
071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon					
071-326-0511 React to Flares					
181-906-1505 Conduct Combat Operations According to the Law of War					
113-571-1016 Send a Radio Message					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>INFANTRY TASKS SKILL LEVEL 2</b>					
071-329-1030 Navigate from One Point on the Ground to Another While Mounted		X			
071-710-0004 Control Use of Night Vision Devices				X	X
061-283-1004 Locate a Target by Shift From a Known Point				X	X

**ARTEP 7-8-DRILL**

INDIVIDUAL TASK AND NUMBER	BATTLE DRILLS				
071-326-3001 Direct a Driver Over a Terrain Route					
071-326-5606 Select an Overwatch Position			X	X	X
071-410-0019 Control Organic Fires		X	X	X	X
071-326-5502 Issue a Fragmentary Order				X	X
071-326-5503 Issue a Warning Order				X	X
071-326-5605 Control Movement of a Fire Team	X	X	X	X	X
081-831-0101 Request Army Aeromedical Evacuation				X	X
071-313-3454 Engage Targets with a Caliber .50 M2 Machine Gun					
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
071-329-1030 Navigate from One Point on the Ground to Another While Mounted					
071-710-0004 Control Use of Night Vision Devices	X	X			
061-283-1004 Locate a Target by Shift From a Known Point	X	X			
071-326-3001 Direct a Driver Over a Terrain Route					
071-326-5606 Select an Overwatch Position	X	X			
071-410-0019 Control Organic Fires	X	X			
071-326-5502 Issue a Fragmentary Order	X	X			
071-326-5503 Issue a Warning Order	X	X			
071-326-5605 Control Movement of a Fire Team	X	X			
081-831-0101 Request Army Aeromedical Evacuation	X				
071-313-3454 Engage Targets with a Caliber .50 M2 Machine Gun	X				

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>INFANTRY TASKS SKILL LEVEL 3</b>					
<u>071-326-5611</u> Conduct the Maneuver of a Squad	X	X	X	X	X
<u>071-410-0010</u> Conduct a Leader's Reconnaissance				X	X
<u>071-317-3324</u> Select a Fighting Position for an M47 Medium Antitank Weapon	X	X			
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
<u>071-326-5611</u> Conduct the Maneuver of a Squad	X	X			
<u>071-410-0010</u> Conduct a Leader's Reconnaissance	X	X			
<u>071-317-3324</u> Select a Fighting Position for an M47 Medium Antitank Weapon					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>INFANTRY TASKS SKILL LEVEL 4</b>					
<u>071-326-5630</u> Conduct Movement Techniques by a Platoon	X	X	X	X	X
<u>071-420-0005</u> Conduct the Maneuver of a Platoon	X	X	X	X	X
	<b>07-3-D9110</b>	<b>07-3-D9112</b>			
<u>071-326-5630</u> Conduct Movement Techniques by a Platoon	X	X			
<u>071-420-0005</u> Conduct the Maneuver of a Platoon	X	X			

## GLOSSARY

### Section I--Abbreviations

<b>AAR</b>	after-action review
<b>APDS-T</b>	armor-piercing discarding sabot-tracer
<b>AR</b>	Army Regulation; Army Reserve
<b>ARTEP</b>	Army Training and Evaluation Program
<b>AT</b>	antitank
<b>BC</b>	Bradley commander
<b>BFV</b>	Bradley fighting vehicle
<b>CAS</b>	Close Air Support
<b>CTC</b>	combat training center
<b>DA</b>	Department of the Army
<b>EPW</b>	enemy prisoner of war
<b>FM</b>	field manual; frequency modulation (radio)
<b>FO</b>	forward observer
<b>FTX</b>	Field Training Exercise
<b>grn</b>	grenadier
<b>HEI-T</b>	high-explosive incendiary tracer (ammunition)
<b>HMMWV</b>	high-mobility, multipurpose wheeled vehicle
<b>IAW</b>	in accordance with
<b>LAW</b>	lubricating oil, Arctic weapon; light antitank weapon
<b>METL</b>	mission-essential task list
<b>MILES</b>	Multiple Integrated Laser Engagement System
<b>MOS</b>	military occupational specialty
<b>MOUT</b>	military operations on urban terrain
<b>MQS</b>	military qualification standards
<b>MTP</b>	mission training plan; MOS training plan
<b>NBC</b>	nuclear, biological, and chemical
<b>NLT</b>	not later than
<b>NVD</b>	night vision device
<b>op; OP</b>	operate, operation(s), operational, operator's; observation post
<b>OPFOR</b>	opposing forces
<b>PSG</b>	platoon sergeant
<b>R</b>	right
<b>RATELO</b>	radiotelephone operator
<b>ROE</b>	rules of engagement
<b>SL</b>	squad leader; skill level
<b>SM</b>	soldier's manuals
<b>SMCT</b>	soldier's manual of common tasks

## **ARTEP 7-8-DRILL**

<b>SOP</b>	standing operating procedure
<b>STP</b>	soldier's training publication
<b>STX</b>	situational training exercise
<b>T&amp;EO</b>	training and evaluation outline
<b>TG</b>	trainer's guide
<b>TL</b>	team leader
<b>tm; TM</b>	team; technical manual
<b>TOW</b>	tube-launched, optically tracked, wire-guided



**ARTEP 7-8-DRILL  
25 JUNE 2002**

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